

# CHAPTER 2: STARTING A NEW REIGN

So you're ready to take on the universe, Your Majesty? Good. Here's how to set up your empire to your liking.

After an opening check for any patches, the game will start on the Main Screen. From here, you can start a new reign, look at who was responsible for programming this wonderful simulation, or power down the holocron and knock off for the evening. Let's start a new reign.

## STEP 1: DETERMINING YOUR QUADRANT

Your first choice is what kind of quadrant you want – you will select the general size of the quadrant. Generally, the larger the quadrant, the more constellations there will be, and thus more systems and planets. This means that you might meet splinter civilizations earlier, but your empire will also start smaller.

Next, you will determine roughly how large your empire is. Your home star system Neo-Sirius will always be in the 'center' of the quadrant, and this value will set a range in light-years from Neo-Sirius where any system within this range could potentially be claimed by a House for the Empire.

Finally, you will determine how many splinter civilizations there are in the quadrant. The max number will scale depending on the size of the quadrant you selected. Earlier versions of this simulation may lock this value at zero while additional coding is completed.

## STEP 2: DETERMINING YOUR HOUSE CULTURE

Cultures are the basis of each House. They determine their history, attitudes, strengths and weaknesses, and basic beliefs. Cultures have a set of Ideas that interact with other Cultures – sometimes in strength, sometimes in opposition. For practical matters, your House Culture will determine your Empire's primary Culture, as well as which Houses will start most likely to be allied or at least aligned with you since certain Cultures belong to similar Culture groups.

There is a history for each Culture, as well as their most powerful Ideas and weakest. Ideas determine how Cultures will respond to your actions as Emperor, as well as the actions of other Characters, so depending on how you plan to rule, you may wish to spend some time looking at Cultures that have a low Idea score on Ideas you plan to be active with – this is a good way to stir unrest quickly!

## STEP 3: SETTING UP YOUR HOUSE

As Emperor, you are the spiritual head of the ruling House that Holds most systems and planets in the Empire. While there is an administrative Head, you are considered the leader of the Empire by base of leading the ruling House. During this step, you will set up a few traits for your House.

First, you will enter the House name. Keep in mind that you will be referred to as Emperor \_\_\_\_\_, whatever you enter, so make it regal!

Next, you will select a House symbol and color, as well as a background and color. Combined, these choices will form your sigil, representing your House throughout the Empire. Choose proudly!

Finally, you will allocate House Tradition points. Tradition is a special 'history' among Great and Minor Houses that basically reflect that House's history, and determines their strengths and weaknesses based on that history. You have 300 points to allocate among 8 categories: Mining, Farming, Manufacturing, Science, High-Tech, Trade, Administration, and Military. The higher your Tradition score in a specific category, the more effective your House Characters tend to be. Keep in mind that even though your House Tradition score in, say, mining might be an 80 out of 100, which is very high, it does not mean that all of your characters will be exceptional Miners, just that the chances are higher than average and that even your poor Mining characters will be better than other Houses' Characters in mining (assuming their score is less). You cannot change these Tradition allocations once you start, so plan wisely, Your Majesty!

#### **STEP 4: SETTING UP YOU!**

Since this reign is all about you, Your Majesty, it stands to reason that you'd want at least some personalization in the process, eh? Fortunately, we come to offer. You can select your, ah, gender if you're not already sure after 18 years, anyway. Next, you will confirm your name that you wish to go by. Please remember that your surname will be your House name, so you will only need to remind the Imperial Historians of your primary name. Last, you will select the holographic visage that best suits your personality, and then you will be ready to reign! You can confirm all of your choices on the right-hand side of the screen, and if you made an error, you can return to that page to make any corrections.